

Speak & Spell



- 1) A talking computer and a helpful friend.
The electronic voice and display make Speak & Spell an entertaining and educational companion.
- 2) A robust, wipe-clean case and keyboard cope easily with most minor accidents.
- 3) Exciting games to be played alone or with friends for additional fun.
- 4) 4 levels of difficulty to match the developing vocabulary capabilities and needs for ages 6 to 11.
- 5) Speak & Spell's basic 156 word vocabulary can be easily expanded by the addition of optional plug-in modules to over 750 words! French language modules are also available to start mastering this language. Modules sold separately
- 6) Includes an activity book covering full instructions, and games to play using Speak & Spell.

Speak & Spell is a product that combines amusement with learning. While playing, children expand their vocabulary and improve their spelling capabilities through having fun.

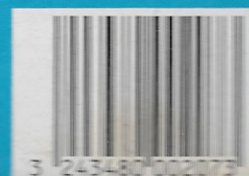
Speak & Spell displays, pronounces and spells words. It asks questions, checks the answers, keeps the score and praises the child's achievements.

This product is the result of close co-operation with education experts and psychologists, and will provide your child with many hours of real and useful fun.

Requires four alkaline batteries (type C), not included.

NOT RECOMMENDED FOR CHILDREN UNDER 36 MONTHS.
ASSEMBLED IN RIETI, ITALY, BY TEXAS INSTRUMENTS
ITALIA - S.P.A. - ASSEMBLE EN ITALIE.

THIS PRODUCT CONFORMS TO BS5665/1-2-3 SAFETY STANDARDS.



Speak & Read



AGE: 8-12 YEARS **Interactive learner.**

A natural follow on from Speak & Spell, Speak & Read expands into reading comprehension and logical thinking whilst still keeping the same interactive approach from other talk and teach products. Games like Word Zapper and Letter Stumper are great fun and encourage children to learn. A full colour 64 page activity and reading book is also included. The computer memory contains over 250 words arranged for six different activities in three different activity levels.

AGE: 6-12 YEARS **Discovering music.**

After Little Maestro comes Speak & Music. A truly sophisticated talking music tutor featuring a 20 note keyboard, 4 different instrument sounds, 12 prerecorded tunes and a full 50 note record and playback facility.

Speak & Music has been developed with experienced music professors to really help a child understand the musical concepts of pitch and rhythm and progress to playing complete tunes... all without any other supervision! – Speak & Music is the supervisor and teacher. Supplied with a comprehensive music guide and headphones for personal use.



Speak & Music

AGE: 6-11 YEARS

Maths the fun way.

An absorbing way to learn mathematics concepts, with its clear speaking voice and bright display Speak & Maths gives your child all the feedback he needs to explore the world of numbers. From simple addition to difficult concepts like comparisons (greater than/ less than) Speak & Maths guides and corrects your child without the need for supervision. There are number games too, both pre-programmed and in the activity book included, so Speak & Maths is also fun!

Speak & Maths



Speak & Spell



AGE: 6-11 YEARS

... speaks to you and spells with you!

Held in the powerful computer memory are 150 words arranged in 4 levels of spelling difficulty. The computer is ready to respond... when you are right... when you are wrong... It even gives the correct answer if you don't find it after two tries, and keeps score.

There are also preprogrammed word games like mystery word (hangman) and secret code. Teachers and educators agree seeing, hearing and trying the words is the best way to learn – just what Speak & Spell offers. It speaks, it's interactive, it's intriguing, it's challenging, the fun way to learn to spell.

Maths marvel



AGE: 6-11 YEARS

The talking maths computer.

"Hello, choose an activity" says this intelligent little machine and off you go having a great time with adding, subtracting, tables, greater than/less than and lots of other maths activities. Maths Marvel is encouraging if you're right and helps you if you're wrong.

There are 100,000 pre-programmed problems and stereo headphones for when you want to keep the game to yourself.

AGE: 6-11 YEARS

The modern way to learn and practice maths.

This up-to-date design micro computer has a bright and clear LCD display correctly angled for easy readability. Its seven different activities are all number based and feature a timer to test yourself against the clock or challenge a friend.

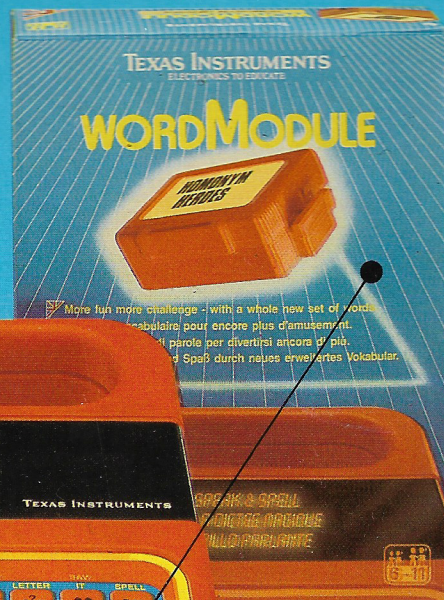
Plus if there are particular problems that need practicing you can programme them into the memory and Maths Star will test you over and over again. A 25 page game and activity book is also included.



Maths Star

**TEXAS
INSTRUMENTS**

Speak & Spell



4 1 3 2 6 5

Modules sold separately

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FUN WITH WORDS!



TEXAS INSTRUMENTS
LIMITED

*A 31-page
illustrated
activity book
for -*

**Speak
& Spell™**

MY KEYS

SPELL	page	LETTER	page
 ON — 2		 — 9	
 GO — 2		SECRET CODE	
 ENTER — 2		 — 10	
REPEAT		MYSTERY WORD	
 — 4		 — 13	
 — 4		CLUE	
ERASE		 — 15	
REPLAY		 — 16	
 — 4		OFF — 17	
SAY IT		 — 17	
 — 6		MODULE SELECT	



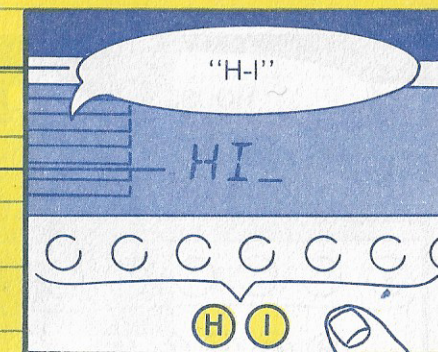
HI!
I'M YOUR
SPEAK
& SPELL™

I wrote "Fun With Words" to tell you all about me. The first pages of my notebook are full of pictures that show you how I work.

1. The balloon shows what I say.

2. Here's what will be in my window.

3. The finger shows which keys to push.



I've also put in my favourite games that you and I can play together.

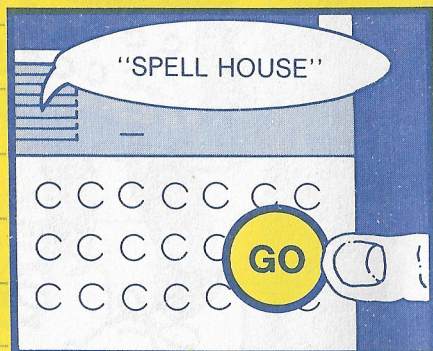


**LET'S
SPELL
IT!**

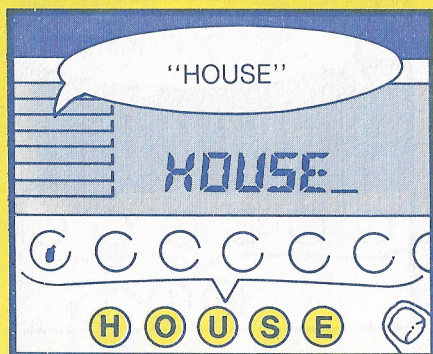
Here are some pictures to show you how I work.



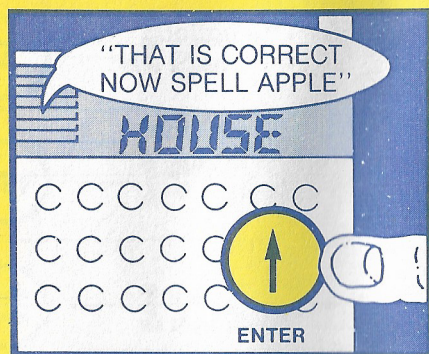
1. First, turn me **ON**. You'll see "SPELL A" in my window. This tells you I'm working.



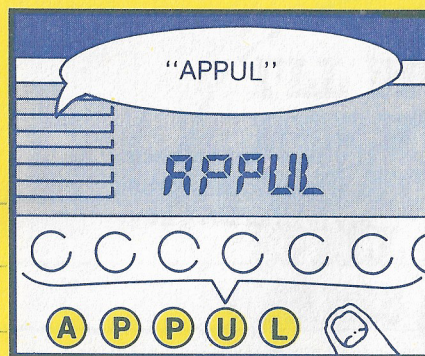
2. Press **GO** to start. I'll ask you to spell a word.



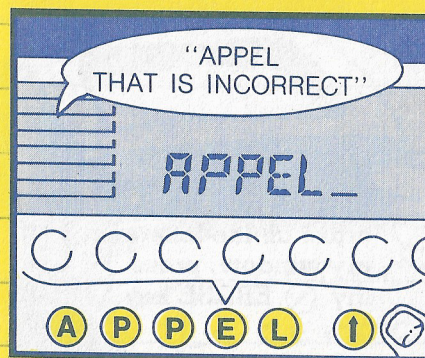
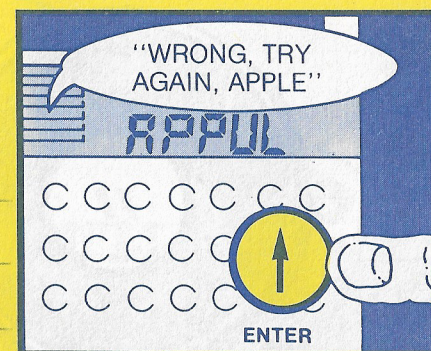
3. Press my letter keys one at a time to spell the word.



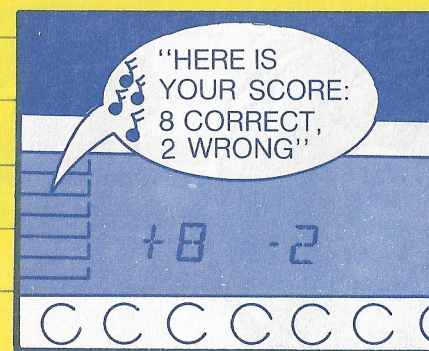
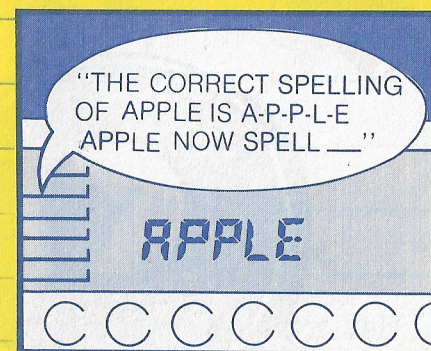
4. Press my **ENTER** key when you are ready for me to check your spelling. If it is correct, I'll ask you to spell another word.



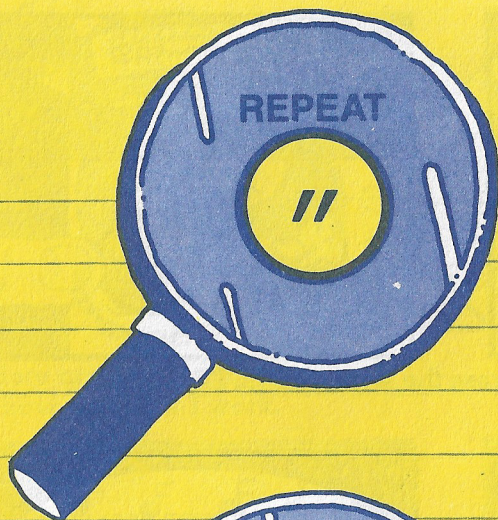
5. If you make a mistake and press the wrong keys, I'll ask you to try the word again.



6. If you are wrong again, I'll spell the word for you, then I'll ask you to spell another word.



7. After 10 words, I'll tell you how many words you spelled correctly (on the first try) and how many were wrong.



If you want to hear a word again, press my **//** REPEAT key.



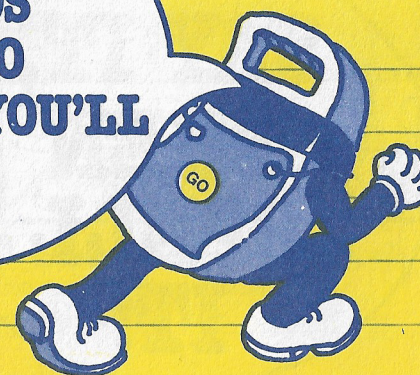
If you make a mistake and want to erase all the letters in my window, press my **/** ERASE key.



If you want to spell the same 10 words again, press my **↶** REPLAY key.

I'LL PICK 10 NEW WORDS FOR YOU TO SPELL IF YOU'LL PRESS

GO



WORD LEVELS

When I first come on I show "SPELL A" in my window. This means I'm ready to ask you to spell the easiest words. To choose easier or harder words, press **(A)**, **(B)**, **(C)**, or **(D)** when "SPELL" is in my window. **(A)** is for the easiest words; **(D)** is for the hardest. I'll show "SPELL" in my window every time you press **(ON)**. Remember to press **GO** to start.

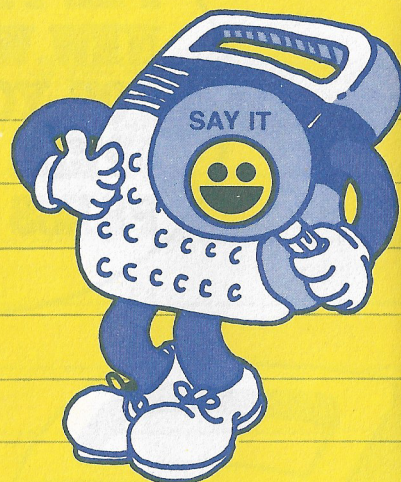
(A)

(B)

(C)

(D)

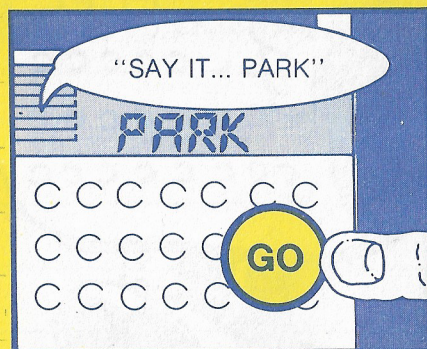
**SAY IT,
THEN
SPELL
IT!**



I'll show you a word and ask you to "say it." Then I'll say it for you. After you have read 10 words, I'll ask you to spell them. Here's how to play.

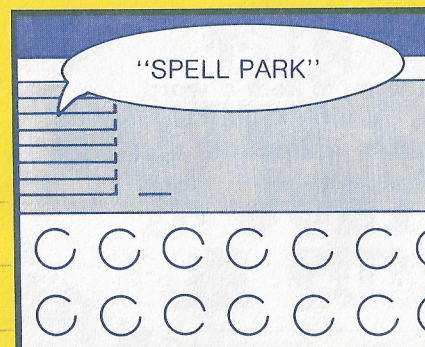


1. Press **(ON)** then press my **(😊)** SAY IT key. You'll see "SAY IT A" in my window. This tells you I'm working.

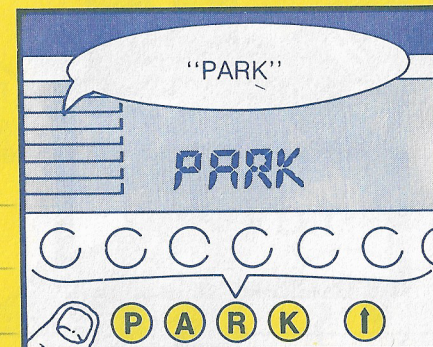


2. Then press my **(GO)** key and I'll show you a word and ask you to say it. Try to say the word before I say it for you.

3. I'll keep going until you have read 10 words.

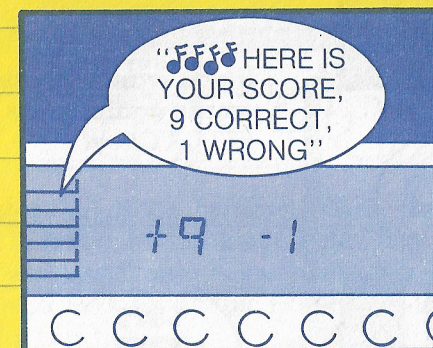


4. Then I'll ask you to spell the same words.



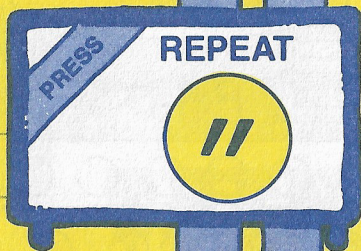
5. Press my letter keys to spell the word. Then press my **(↑)** ENTER key.

6. If your spelling is correct, I'll go on to the next word. If your spelling is wrong, I'll ask you to try again. If you are wrong again, I'll spell the word for you.

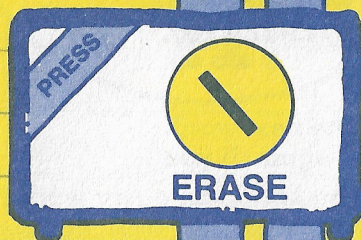


7. After you've spelled the ten words, I'll show you your score.

8. When you first press **(😊)** SAY IT, I show "SAY IT A" in my window. This means I'm ready to ask you to say the easiest words. To choose easier or harder words, press **(A)**, **(B)**, **(C)**, or **(D)** when "SAY IT" is in my window. **(A)** is for the easiest words; **(D)** is for the hardest. I'll show "SAY IT" in my window every time you press **(😊)** SAY IT. Remember to press **(GO)** to start.



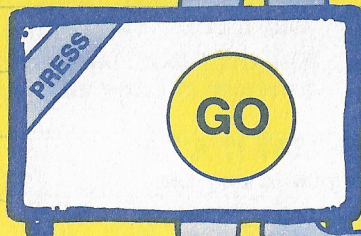
If you want to hear a word again, press **//** REPEAT.



If you make a mistake and want to erase all the letters in my window, press my **/** ERASE key.

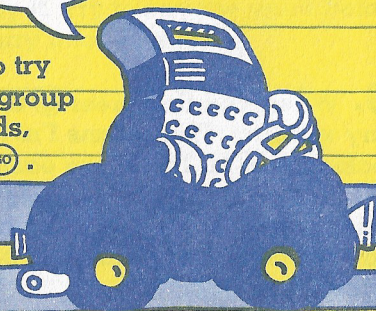


If you want to try the same 10 words again, press my **↶** REPLAY key.

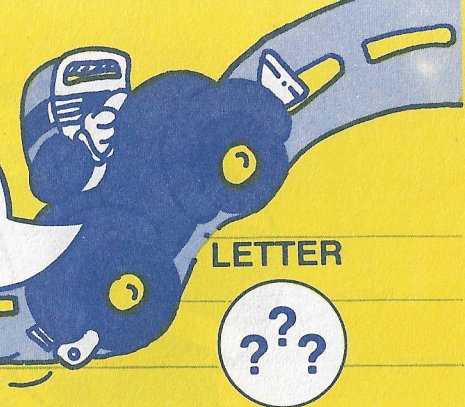


LET'S
KEEP
ROLLING
ON

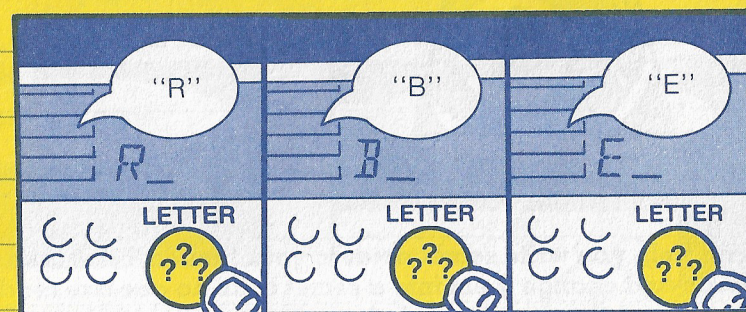
If you want to try a new group of words, press **GO**.



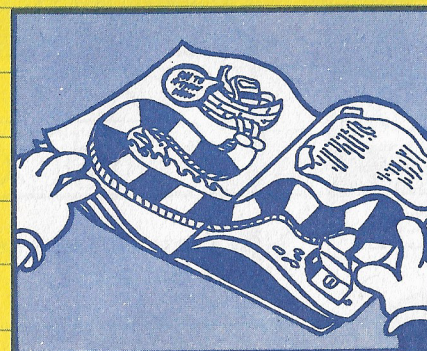
THE LETTER KEY IS JUST FOR FUN!



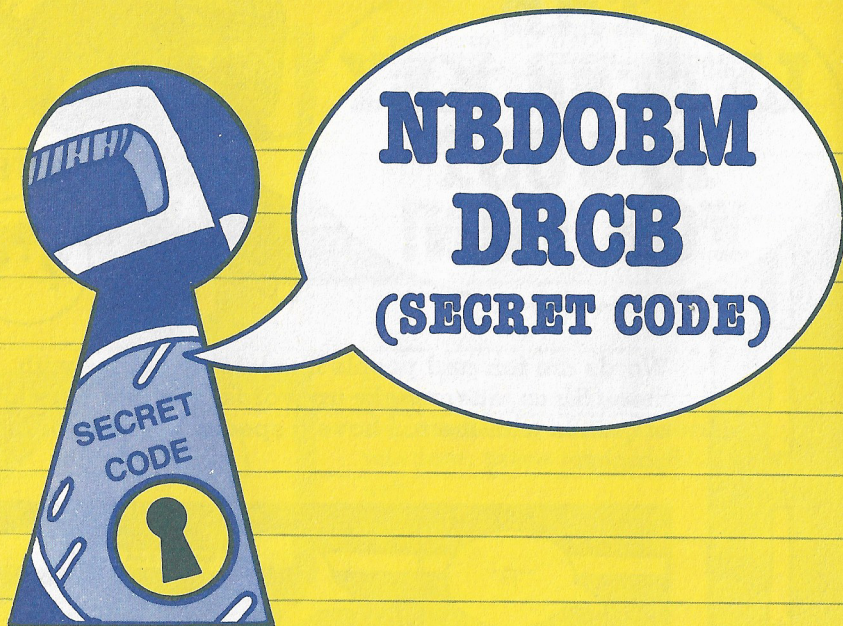
Words are fun and people like to play games with them. Since letters make up words, you can play lots of games with them. I have a special key just for letter games.



To start, press my **ON** key. When you press my **LETTER** key, I'll think of a letter, say it, and put it in my window. You'll never know what letter I'll come up with next. I'll do this every time you press **LETTER**.



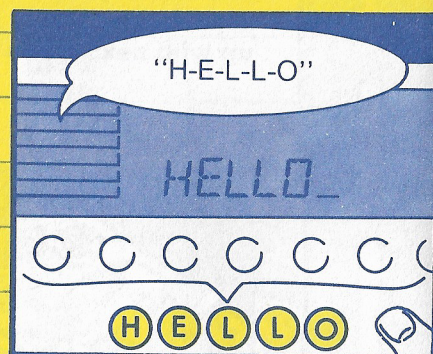
See the back of this book for games using my **LETTER** key.



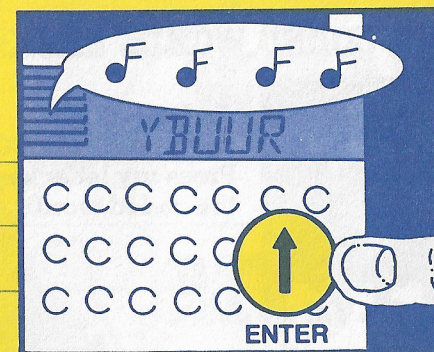
I can help you write secret notes to your friends. I can take words and change them into a secret code no one can read. Your friends can put the coded words into my window and I'll change them back.



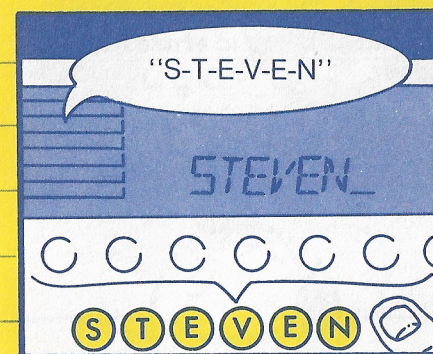
1. Press **ON** and my **SECRET CODE** key.



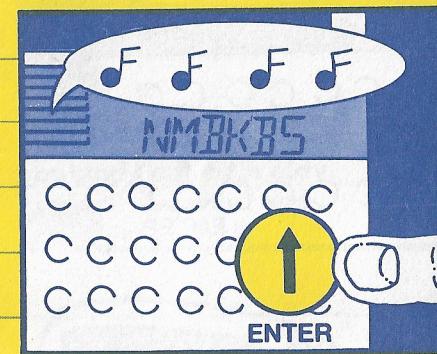
2. Press my letter keys to spell your first word.



3. Press my **ENTER** key and I'll change the word to code. Write the coded word on paper. Press my **ERASE** key to erase my window.



4. Then, press my letter keys to spell your second word.

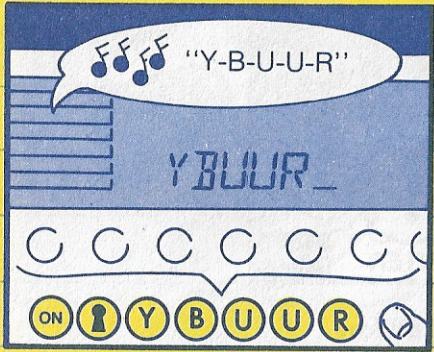


5. Press my **ENTER** key and I'll change the word to code. Then write the coded word on paper.

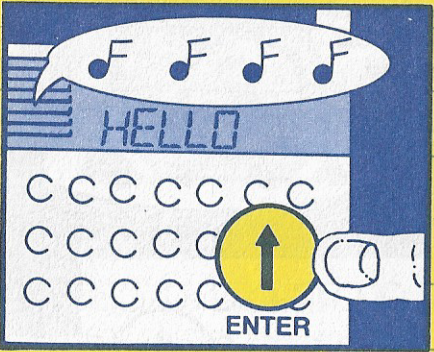
6. Keep doing this for all the words in your note.



TO CHANGE THE CODED WORDS BACK:



1. Press **ON** and my **SECRET CODE** key. Press my letter keys to spell the coded word.

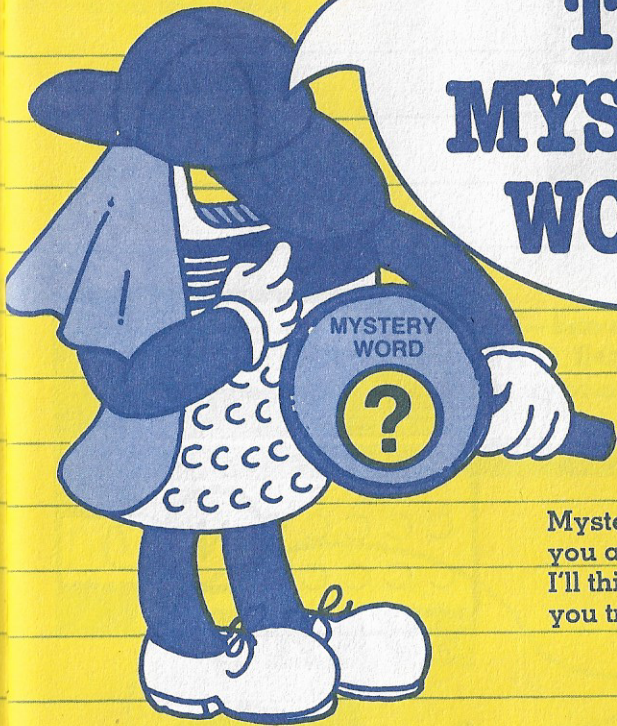


2. Press my **ENTER** key and I'll change the coded word back. Then, press my **ERASE** key to erase my window.



3. Keep doing this until all of the coded words are changed back.

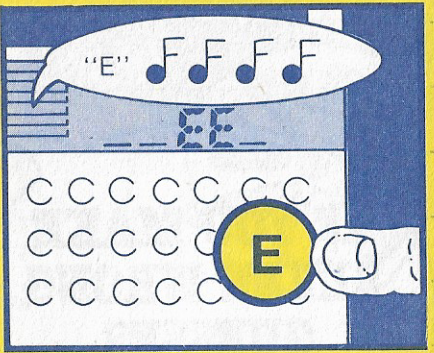
WHAT IS THE MYSTERY WORD?



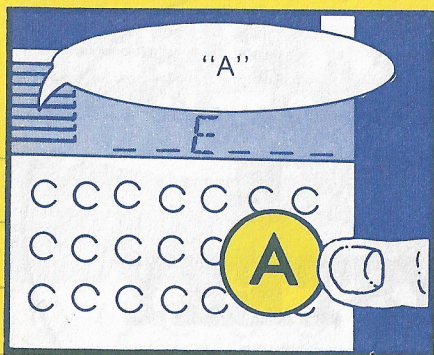
Mystery word is a game you and I can both play. I'll think of a word and you try to guess it.



1. Press **ON** and my **MYSTERY WORD** key. With the dashes in my window, I'll show you how many letters are in the word I'm thinking of.

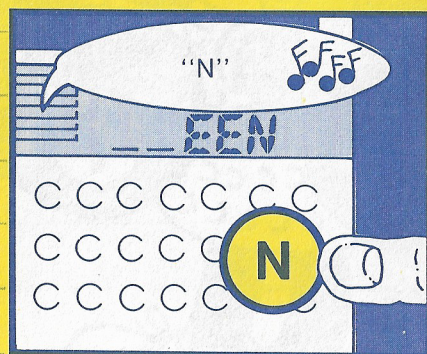


2. Guess any letter and press that key. If the letter you guess is in my mystery word, the letter will light up in its correct place (or places).



3. If your guess is wrong, I won't show it in my window. I'll let you make up to seven wrong guesses.

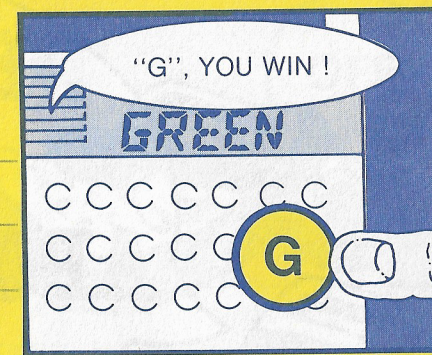
4. Keep guessing letters and pressing keys to try to spell the mystery word.



IF YOU MAKE SEVEN WRONG GUESSES, I WIN!



5. If you spell my mystery word in less than seven guesses, **YOU WIN.** If you use up your seven wrong guesses, I'll show you the mystery word and I WIN.



HINT: All words have vowels (A, E, I, O, U, and sometimes Y). You might try some of these letters first.

I HAVE A CLUE!

CLUE



If you need help guessing a word, press my  CLUE key. I'll tell you one of the letters in my mystery word and show you where it goes. Each clue I give counts as two wrong guesses.

HERE'S MY APOSTROPHE KEY



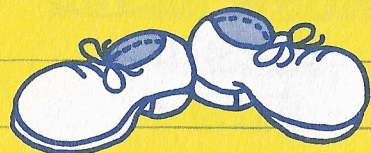
This is an apostrophe ('). When you press my (') key, I'll put an apostrophe in my window and beep.

Apostrophes are used in two ways:

1. Some words can be put together into one shorter word. We use an apostrophe to do this.

2. Apostrophes are also used to show that something belongs to someone.

Example:



These are Speak & Spell's shoes.

I WILL → I'LL
CAN NOT → CAN'T
IT IS → IT'S
I HAVE → I'VE
DO NOT → DON'T



When you are finished playing with me, press my OFF key. This helps save my batteries.



If you don't press any of my keys for about five minutes, I'll turn myself off.

A NEW WORD LIST!



I have been made to grow as you do. New word lists that come in little boxes (called modules) can fit in a special place under my batteries. With one of the modules in place, you can use the new word list by pressing my (#) MODULE SELECT key once. Pressing my (#) MODULE SELECT key again tells me to go back to my built-in word list.

When you press my (#) MODULE SELECT key, I'll give you a word from my new word list. If you press my (#) MODULE SELECT key and a module is not in place, I won't be able to find a word to give you – so I won't do anything. Press my (#) MODULE SELECT key again and I'll go back to my built-in word list.

LETTER PERFECT

Here are the letters I use in my window. Next to each of them are the letters you learn about in school. Take a pencil and trace them. Try to be letter perfect!



A	is	A a	C	is	C c
B	is	B b	E	is	E e
D	is	D d	H	is	H h
F	is	F f	J	is	J j
I	is	I i	K	is	K k
L	is	L l	M	is	M m
O	is	O o	N	is	N n
R	is	R r	P	is	P p
U	is	U u	Q	is	Q q
X	is	X x	T	is	T t
Y	is	Y y	W	is	W w
Z	is	Z z			

MY FAVOURITE THINGS



"My Favorite Things" is a game for two or more people. Decide who goes first, and pick a time limit. (A count to 30 would be a good time limit.) The first player presses my **LETTER** key and names a thing that starts with that letter within the time limit. Take turns naming things that start with that letter until you run out of words. The player who can't think of another word within the time limit gets a strike. Press my **LETTER** key for a new letter. When a player gets three strikes, he is out. The last player is the winner.





NOW FOR LETTER SHOPPING

Window shopping at the Letter Lingo Store is like playing a bingo game. You'll need two people and lots of markers (like pennies) to play. Each player uses one store for his LINGO board.

Press my (ON) key, choose the level of difficulty you want, and press (GO). Take turns spelling the words I give you. If you spell your word right and you can find any of the letters in your word on your board, cover them with your markers. If you don't spell the word right, you lose your turn. Keep playing until one person wins by covering the entire game board.

L	I	N	G	O
R	S	E	T	C
U	R	A	L	I
O	S	H	E	T
M	W	D	A	E

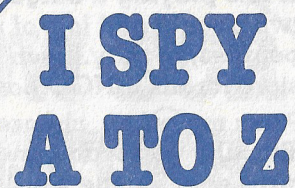
LETTER LINGO



L	I	N	G	O
N	O	D	R	E
F	E	T	S	W
S	L	U	A	E
A	H	C	E	I

LETTER LINGO

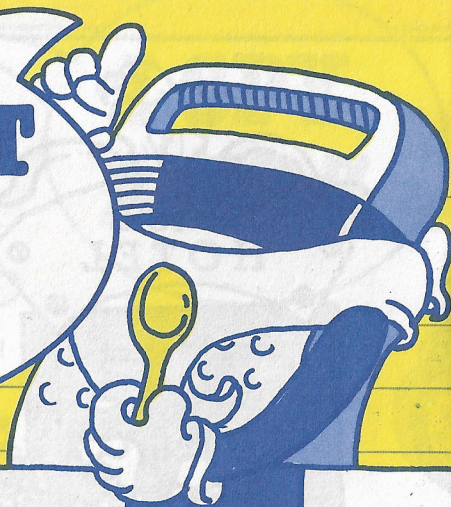




The first player to get 15 points wins.



ALPHABET SOUP, PLEASE



You can make Alphabet Soup by yourself or with friends. You'll need me, paper and a pencil. To start, press my **ON** key. Then, press my **LETTER** key 8 times and write down the letters I give you.

Use these letters to make as many words as possible. Write your words on your paper.

EXAMPLE:

K T A C E B R O

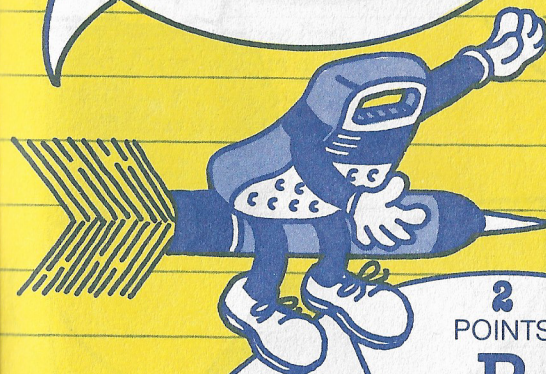
SCORE of the day

If you make:

- 10-12 words → Head Chef
- 7-9 words → Chef
- 4-6 words → Cook
- 3 or less words → Dishwasher

race brake brace rack act
 take rob bake rat track
 boat ace cat crate ate
 rock cob crab bat
 cox cake crab bat
 cab tack eat

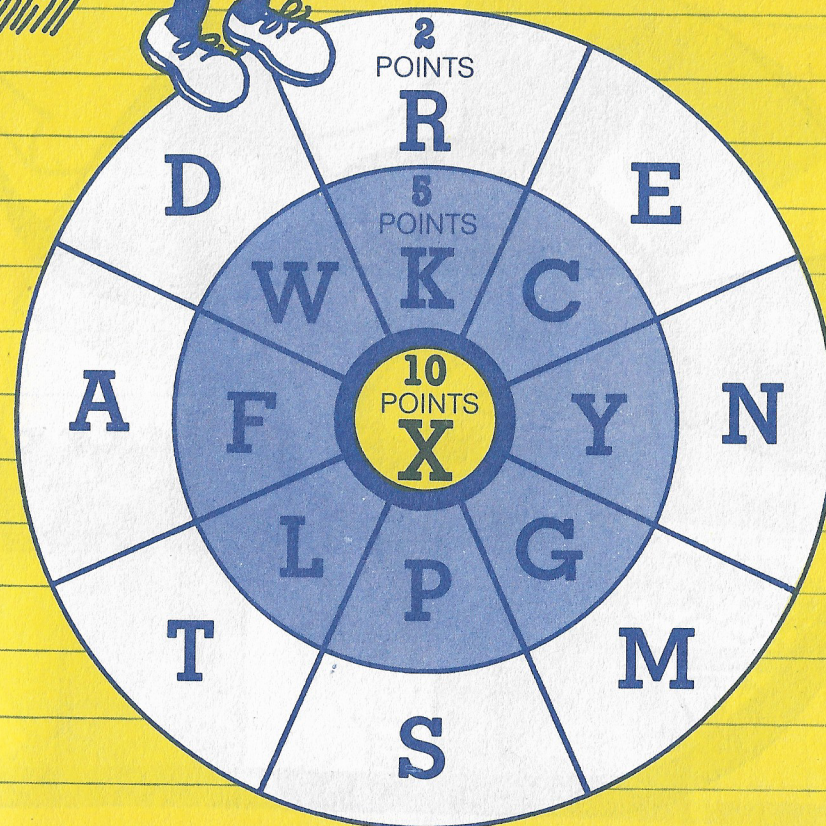
SHOOT FOR THE LAST LETTER!



This is a game for two or more people. Decide who goes first. Press my **LETTER** key. I'll give you a letter. Think of a word that starts with this letter and ends with a letter on my dart board.

If the last letter of your word is in the white ring, you score two points. If the last letter is in the blue ring, you score five points. If the last letter is in the centre circle, you score ten points. A word cannot be used twice in the same game.

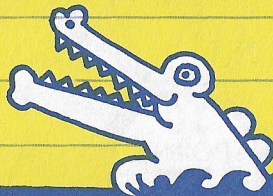
Each player gets five turns. The highest score wins.



ON TO A TREASURE HUNT



START HERE



Would you like to go on a treasure hunt with me? I've found an old pirate's map that shows where the buried treasure is.

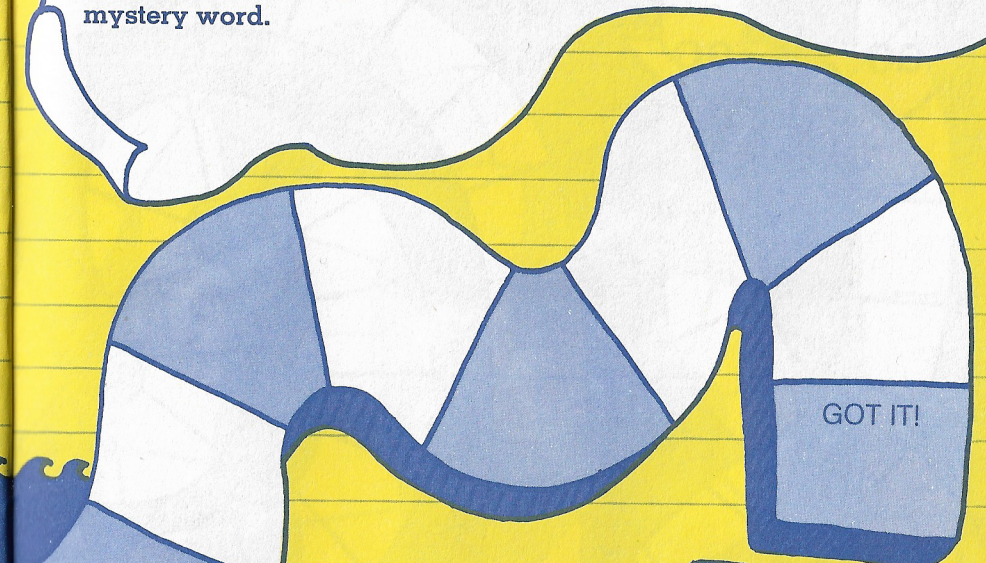
To go, you'll need:

- two or more people
- a marker for each person (a penny will do)

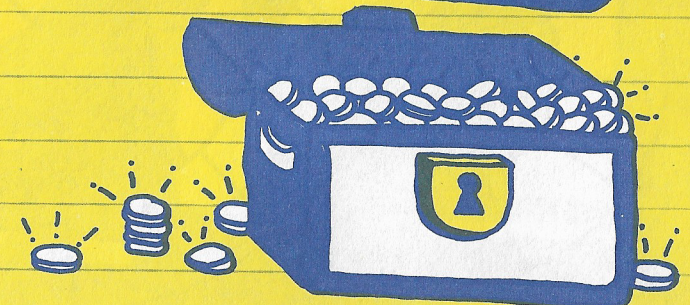
Decide who goes first. Each player puts a marker on the Starting Point. Press my **ON** and **?** MYSTERY WORD keys. Take turns guessing letters that are in my mystery word.

If the letter you guess is in my mystery word, I'll show the letter in my window and you can move ahead three spaces. If the letter you choose is not in my mystery word, move ahead one space. After you've guessed a word, or used up the seven guesses, press my **?** MYSTERY WORD key again and keep going with a new word.

The first person to reach the treasure chest wins!



GOT IT!



LETTERS TO THE BOTTOM OF THE SEA



You will need:

- two players
- a pencil for each player

Each player picks a starting arrow and follows its path to the bottom of the sea. Both players press my LETTER key once. The player whose letter is closest to A goes first.

When it is your turn, press my LETTER key six times. Write the six letters on paper. Make the longest word you can out of the letters I give you. Use each letter only once. Write the letters of your word in the boxes on your path (starting at the arrow). You can make only one word for each turn. If you can't make a word out of your letters, you lose your turn.

Keep playing until one player reaches the submarine at the bottom of the sea and wins.



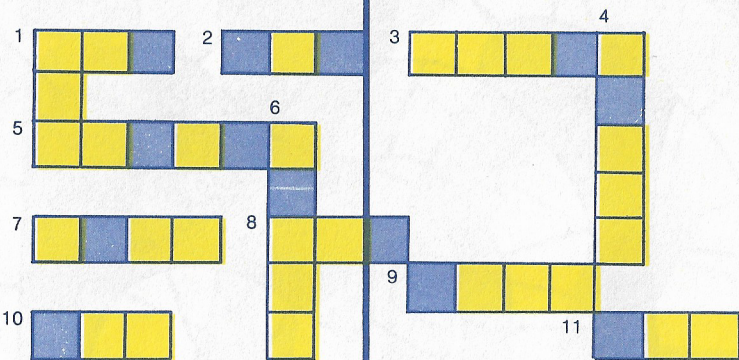
WHO AM I?

WORD LIST

blue	night
box	sun
boy	tax
car	trees
fat	watch
moon	yellow

Here is how to find the answer.

First, read the clues and fill in the blanks with a word from the word list. Then, turn me **ON** and press my **SECRET CODE** key. Use my letter keys to spell one of the words in my window. Press my **ENTER** key, and I'll change the word



into secret code. Now write the coded word in the spaces on the puzzle. Then press my **ERASE** key before you do the next word. Have fun finishing the puzzle.

When the puzzle is full, the letters in the blue squares will spell out the answer. Write these letters (in order) on the blanks below the puzzle.

MESSAGE: _____

CLUES

Across

1. A cardboard container used to hold things, like cereal, is called a _____.
2. If you eat too much you will become _____.
3. The time when it is dark is called _____.
5. The colour of the sun is _____.
7. The _____ shines in the sky at night.
8. Money people pay to the government is called a _____.
9. The colour of the sky is _____.

10. In the morning, the _____ rises in the east.
11. Another word for automobile is _____.

Down

1. Before a man grows up, he is called a _____.
4. An elm, an oak, and a maple are all _____.
6. A clock that you wear on your wrist is called a _____.

Here is a special page to help you keep track of your spelling scores. After you finish spelling a group of ten words, find the level you used (A, B, C, or D) on the scoreboard. Then write in

the box the number of words you spelled correctly, and write the date on the line. This will help you see how well you are doing.

A	B	C	D

HOW WELL ARE YOU DOING?



Speak & Spell

ENGLISH

Basic Operations

ON SPELL The **ON** key activates *Speak & Spell*. The four tones let you know the device is ON and working - the window will show "SPELL A". *Speak & Spell* has four levels of difficulty, selected by pressing **A**, **B**, **C**, or **D** when the window shows "SPELL A". "SPELL A" means that *Speak & Spell* is ready and will select words from the Level A list. Difficulty increases from Level A through Level D. (See "Word List").

GO Press **GO** to begin. *Speak & Spell* says: "Spell — — —". You then press the letter keys to spell the word.

ENTER ENTER When the spelling of the word is complete, you press the **ENTER** key to enter the spelling.

If the spelling is correct, *Speak & Spell* praises you and asks you to spell a new word. If the spelling is incorrect, you will be asked to try again. If the second attempt is incorrect, *Speak & Spell* will pronounce the word and show the correct spelling.

After each group of ten words, *Speak & Spell* shows the score in the window. The voice tells how many words were spelled correctly on the first try, and how many were wrong.

REPLAY REPLAY The **REPLAY** key instructs *Speak & Spell* to give you the same list of ten words again. (Pressing **GO** starts a list of ten new words).

REPEAT REPEAT If you want to hear a word again, press **REPEAT**.

ERASE ERASE If you make a mistake or want to try again before entering a spelling, press **ERASE**.

SAY IT SAY IT Pressing the **SAY IT** key starts the *Say it, Spell It* activity. The window will show "Say It A". (Another level of difficulty can be selected by pressing **B**, **C**, or **D**). This activity is expressly designed to provide practice reading and enunciating a word, followed by spelling it.

Press **GO** to begin. A word will appear in the window and *Speak & Spell* will say "say it". After a short pause to say the word, *Speak & Spell* will pronounce the word. A new word will then appear.

After ten words have been pronounced, *Speak & Spell* will ask to spell the same ten words. The spelling operation and scoring are the same as in the spelling activity.

LETTER LETTER Press the **LETTER** key and *Speak & Spell* shows and pronounces a letter. Letters are randomly selected, and *Speak & Spell* will continue selecting letters each time **LETTER** is pressed.

SECRET CODE SECRET CODE Press the **SECRET CODE** key and *Speak & Spell* codes and decodes words and phrases. Simply key in a word, press **ENTER** and the word is coded. Key in a coded word, press **ENTER** and the word is decoded.

MYSTERY WORD MYSTERY WORD Press the **MYSTERY WORD** key and *Speak & Spell* will think of a word (from level C or D) and display a dash for each letter in the word. The player guesses a letter by pressing a letter key. If the letter guessed is one of the letters in the mystery word, tones will sound and it will appear in its correct position. If a letter guessed is not one of the letters in the mystery word, it will count as one incorrect guess. After seven incorrect letter guesses, *Speak & Spell* displays the word.

CLUE CLUE Used with the **MYSTERY WORD** game, the **CLUE** key can be pressed to get one letter of the mystery word and its position. Using the **CLUE** key counts as two incorrect guesses.

APOSTROPHE APOSTROPHE The **APOSTROPHE** key is used to place an apostrophe in the window.

MODULE SELECT MODULE SELECT Additional word lists are being developed which will expand *Speak & Spell*'s vocabulary. These will be available in modules which fit into the back of your *Speak & Spell*.

Consult your dealer for information on module availability. When a module is in place, pressing **Ⓜ** MODULE SELECT will access the new word list. All the activities and games will then use words from the new module rather than the built-in word list. Pressing **Ⓜ** MODULE SELECT when a module is not in place, may cause *Speak & Spell* to work erratically. If this happens, press **Ⓜ** - wait a moment - then press **Ⓜ** and continue.

One additional key deserves special attention. **Ⓜ** turns *Speak & Spell* OFF. Note that, to conserve batteries, *Speak & Spell* is designed to automatically turn itself off after approximately five minutes of non-use. However, considerable battery life savings can be realized if the device is turned off promptly after use.

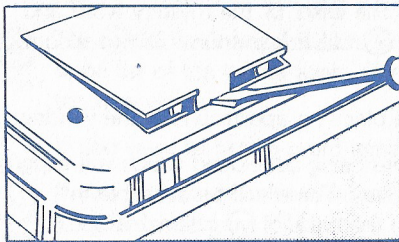
Early Childhood Activities with *Speak & Spell*

Speak & Spell can also be used as a learning aid with younger children - with your supervision.

- **Make the Alphabet :** Press the **Ⓜ** SECRET CODE key. Press **Ⓜ** and say "A" along with *Speak & Spell*. Then press **Ⓜ** and say B. Continue through the letter H, which fills the window. Pressing the **Ⓜ** ERASE key clears the window and permits more letters to be entered.
- **The Spelling Basics :** Make *Speak & Spell* spell your name, mother's or father's name, your street name, a friend's name. Work to make up your own *Speak & Spell* activities!

Battery Information

Four "C" size alkaline batteries are required. If another type of "C" size batteries are used, remove them immediately after they are discharged or when storing your *Speak & Spell* to prevent possible damage from leakage.



Remove the battery compartment door by prying gently with a small screwdriver, key, coin, or similar object. Follow the instructions on the floor of the battery compartment.

Low Battery Indication

Speak & Spell will provide approximately 15 hours of actual use when using alkaline batteries. If you observe any of the following indications, the batteries should be replaced :

- 1 Erratic or dim display,
- 2 Erratic performance
- 3 Imprecise word pronunciation of unusual and unexpected sounds or tones,
- 4 Pressing the keys has no effect
- 5 Unusual or inconsistent operation

In Case Of Difficulty

- 1 Check to make sure that *Speak & Spell* is on,
- 2 Check the low battery indications,
- 3 If display is blank and pressing the keys has no effect, remove all batteries and re-install. If operation is not restored, replace the batteries,
- 4 If the batteries are new and properly installed, review the operating instructions to be certain that operating steps are followed correctly,
- 5 Refer to paragraph 2, page 33 "Module Select"

If none of the preceding procedures corrects the difficulty return your *Speak & Spell*, together with proof of purchase, to your Texas Instruments retailer.

Power Adapter

A power adapter can be used as an alternative to batteries. In this case please use only AC9900S from Texas Instruments. Damage resulting from the use of different adapters is not covered by warranty.

Use with headphones :

To use the headphones with *Speak & Spell* insert the jack-plug into the socket on the right-hand side. The internal speaker will be automatically disconnected.

Wordlist

Level A

1. About
2. After
3. Apple
4. Baby
5. Ball
6. Bring
7. Brown
8. Door
9. Dinner
10. Five
11. Green
12. Happy
13. House
14. How
15. Last
16. Left
17. Mother
18. Much
19. Nine
20. Now
21. Open
22. Park
23. Race
24. Ring
25. Seven
26. Shop
27. Star
28. Story
29. Sunday
30. Sweet
31. That
32. They
33. Tie
34. Today
35. Town
36. Winter
37. Yellow

Level B

1. Birthday
2. Chair
3. Closed
4. Cowboy
5. Ball
6. Dead
7. Every
8. Fireman
9. Full
10. High
11. Like
12. Little
13. Match
14. Money
15. Needle
16. October
17. Pitch
18. Player
19. Pound
20. Queen
21. Railway
22. Ruler
23. Said
24. Says
25. Second
26. Spring
27. Store
28. Teacher
29. Team
30. Think
31. Wash
32. What
33. When
34. Who
35. Window
36. Word
37. Work

Level C

1. Again
2. Blood
3. Broken
4. Castle
5. Chicken
6. Could
7. December
8. Doctor
9. Electric
10. Fielder
11. Friend
12. Heavy
13. Island
14. January
15. Kitchen
16. Knee
17. Knife
18. Knives
19. Light
20. Lorry
21. Manager
22. Motor
23. Near
24. Office
25. People
26. Prince
27. Racing
28. Rocket
29. Saturday
30. Should
31. Station
32. Striker
33. Swimming
34. Third
35. Thousand
36. Thursday
37. Toilet
38. Trainer
39. Tuesday
40. Watch
41. World

Level D

1. Although
2. Awful
3. Autumn
4. Because
5. Bought
6. Brought
7. Builder
8. Butcher
9. Champion
10. Colour
11. Complete
12. Country
13. Creature
14. Daughter
15. Eagle
16. Elephant
17. Enough
18. Equal
19. February
20. Famous
21. Guide
22. Health
23. Laugh
24. Learn
25. Library
26. Machine
27. Minute
28. Mountain
29. Nature
30. Palace
31. Pleasant
32. Referee
33. Rough
34. Scissors
35. Squad
36. Squash
37. Thief
38. Volcano
39. Wealthy
40. Weapon
41. Young

SPEAK & SPELL - WORD MODULES

Plug-in word modules enable you to expand the power of Speak & Spell to fit specific learning requirements.

Created with the guidance of educators, each module kit includes an activity book filled with the secrets of spelling and stimulating game ideas.

Modules currently available are:

'SUPER STUMPERS'

Words that highly major trouble spots in spelling - for example, words with:-

- * Silent letters
- * Irregular spellings (foreign)
- * More than one spelling of the same sound
- * Difficult word endings ie dropping consonants, changing 'y' to an 'i', etc.

'VOWEL POWER'

Words that contain a range of vowel patterns, ie

- * Short vowel words (smack, class, yell)
- * Long vowel words (invite, name, wheel)
- * Diagraphic vowel words (cloud, yawn, toy)
- * R-controlled vowel words (church, germ, dollar)

'HOMONYM HEROES'

Words that sound alike but are different in meaning and spelling

- * Presents homonyms such as their, there, break, brake, etc. in four levels of difficulty
- * Helps to associate the right word with the right spelling
- * Helps with both spelling and definition of homonyms

'MAGNIFICENT MODIFIERS'

Compares spelling and defines meanings of endings for adjectives and adverbs such as ready and readily. Shows students how to form modifiers - for example, fast, faster, fastest.

'MIGHTY VERBS'

Focuses on active verbs that change spelling according to tense, troublesome verb forms and changes in verb endings - for example, dry, dries and drying.

TEXAS INSTRUMENTS 
LIMITED

ONE-YEAR WARRANTY

In case of breakdown or damage, please consult your local Texas Instruments retailer.

1. The terms and conditions set out hereinunder shall not apply where you have purchased this unit directly from Texas Instruments Ltd. in which case the conditions of sale of Texas Instruments Ltd. shall apply.
2. This educational product (including charger if applicable) from Texas Instruments is warranted to the original purchaser for a period of one (1) year from the original purchase date - under normal use and service - against defective materials or workmanship. For those products designed to incorporate batteries, this warranty does not cover damage resulting from any battery leakage.
This warranty is void if : the unit has been damaged by accident or unreasonable use, neglect, improper service or other causes not arising out of defects in material or workmanship.
During the above one-year period, the unit or its defective parts will be repaired, adjusted and/or replaced with a reconditioned model of equivalent quality, ("RECONDITIONED") at manufacturer's option without charge to the purchaser when the unit is returned, by way of the dealer to Texas Instruments with proof-of-purchase date. **UNITS RETURNED WITHOUT PROOF-OF-PURCHASE DATE WILL BE REPAIRED AT THE SERVICE RATES IN EFFECT AT THE TIME OF RETURN.**
In the event of replacement with a reconditioned model, the replacement unit will continue the warranty of the original product or 90 days, whichever is longer.
THIS CONDITION 2 SHALL NOT AFFECT THE STATUTORY RIGHTS OF A CONSUMER AS DEFINED IN THE CONSUMER TRANSACTIONS (RESTRICTIONS ON STATEMENTS) ORDER 1976 (AS AMENDED).
3. Save as expressly provided in Condition 2, Texas Instruments shall be under no liability of whatsoever kind, howsoever caused whether or not due to the negligence or wilful default of Texas Instruments or its servants or agents arising out of or in connection with this unit provided that nothing contained in this condition 3 shall exclude or restrict :
(I) Any liability of Texas Instruments for death or personal injury resulting from the negligence of Texas Instruments of its servants or agents ; or
(II) Any liability of Texas Instruments for loss or damage arising from this product proving defective while in consumer use (within the meaning of Sec. 5 (2) (A) Unfair Contract Terms Act. 1977) and resulting from the negligence of Texas Instruments or its servants or agents.



Date _____

Retailer Stamp

PROOF-OF-PURCHASE DATE

WARRANTY CARD

1 ☐ MR.

2 ☐ Miss, Mrs.

3 ☐ Company

Model

Last Name

First Name

Company

Address

Town

P. O. Code

Country

Please describe failure

KEEP

AGE: 6-11 YEARS

Speak & Spell Modules

Extend your Speak & Spell with a word module pack. Each module has been developed to cover difficult areas of the English language. Each pack contains a plug in memory module adding a further vocabulary of up to 250 words plus a fun activity book.

Vowel Power

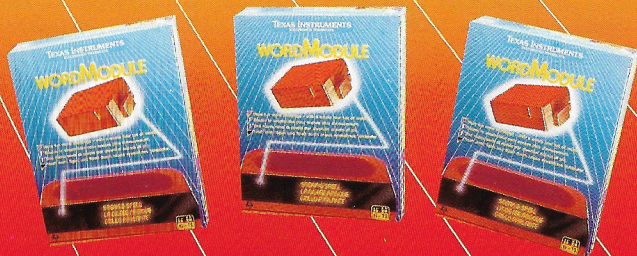
Words that contain different use of vowels.

Super Stumper I

Words that are often misspelt

Mighty Verbs

Active verbs that change spelling according to tense.



DID YOU KNOW?

- That over 369 million people speak English.
- There are more people in the world who speak Mandarin Chinese than people who speak English.
- That English is one of over 3,000 languages in the world today.
- The most often used word in English is "the."
- The letter used most often in English words is "e."
- There are about 500,000 words in the English language.
- That half of the newspapers in the world are written in English.
- That more than half of the radio and television stations in the world use English.

Maths marvel



AGE: 6-11 YEARS

The talking maths computer.

"Hello, choose an activity" says this intelligent little machine and off you go having a great time with adding, subtracting, tables, greater than/less than and lots of other maths activities. Maths Marvel is encouraging if you're right and helps you if you're wrong.

There are 100,000 preprogrammed problems and stereo headphones for when you want to keep the game to yourself.



AGE: 6-11 YEARS

The modern way to learn and practice maths.

This up-to-date design micro computer has a bright and clear LCD display correctly angled for easy readability. Its seven different activities are all number based and feature a timer to test yourself against the clock or challenge a friend. Plus if there are particular problems that need practicing you can programme them into the memory and Maths Star will test you over and over again. A 25 page game and activity book is also included.

Maths Star

AGE: 5-11 YEARS

Pocket maths tutor.

The ever patient teacher you can carry in your pocket! He has in his memory over 50,000 maths problems to take you through addition, subtraction, multiplication and division. He wastes no time in displaying the problem. If you get it right he's so pleased his moustache wiggles and he awards you a star. If you're wrong he gives you another try then shows you the answer and moves on. After 5 problems he displays your score.

Styled like a sum calculator, Little Professor comes with a carrying case and six cards with fun games to play.

What's more, like a calculator, he comes with long-life batteries included in the pack.



LITTLE PROFESSOR®

TEXAS INSTRUMENTS TALK & TEACH

More
fun
more
learning



The Texas Instruments Talk & Teach range.

More than ever it is important for children to properly master basic learning as a foundation for their future. At TI we know this, so we carefully develop our toys with education specialists and teachers to make sure the content and learning methods are right for your child and fully compatible with what is being taught in schools.

But on its own this is not enough. To make sure our toys are fascinating and fun and so encourage play over and over again we use the power of today's micro electronics to give them more intelligence – that means the ability to respond in accordance with your

child's own input. So they are self correcting, self encouraging and need no supervision in use.

Your child stays interested and goes on learning. Look for them at all good toy shops and department stores – or in case of difficulty write to:

Texas Instruments
Consumer Division
Manton Lane Bedford
MK41 7PA.



TEXAS INSTRUMENTS

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Little Maestro



AGE: 3-6 YEARS

A first talking music tutor.

Right from the earliest years children enjoy music and their experiences at this age can lay the foundations for enjoying playing a musical instrument later.

Little Maestro offers the perfect way to get started in music.

It is a talking music teacher – with a keyboard to play tunes, prerecorded tunes for inspiration, a series of activities to help a child improve their "ear" for music and fun animal sounds for experimentation. Of course being computerised it also records and plays back. Little Maestro comes with a first music and activity book.

Speak & Read



AGE: 8-12 YEARS

Interactive learner.

A natural follow on from Speak & Spell, Speak & Read expands into reading comprehension and logical thinking whilst still keeping the same interactive approach from other talk and teach products. Games like Word Zapper and Letter Stumper are great fun and encourage children to learn. A full colour 64 page activity and reading book is also included. The computer memory contains over 250 words arranged for six different activities in three different activity levels.

AGE: 6-12 YEARS

Discovering music.

After Little Maestro comes Speak & Music. A truly sophisticated talking music tutor featuring a 20 note keyboard, 4 different instrument sounds, 12 prerecorded tunes and a full 50 note record and playback facility.

Speak & Music has been developed with experienced music professors to really help a child understand the musical concepts of pitch and rhythm and progress to playing complete tunes... all without any other supervision! – Speak & Music is the supervisor and teacher. Supplied with a comprehensive music guide and headphones for personal use.



Speak & Music